FRONT MISSION SERIES
GUN HAZARD
ORIGINAL SOUND TRACK
COMPOSED & ARRAN^EDBY
NOBuO UEMATSU. YASUNOBliWTSUD^

INTERVIEW WITH NOBUO UEMATSU &YASUNORI MiTSUDA MAKING OF "GUN HAZARD*'

INTERVIEWER: YOKO SUGIMOTO (NTT PUB.)

—— First of all, Ms. Mitsuda is from the FF series "Chrono Trigger" .

It seems that the higher-ranking, melodious music has been criticized, but this time, as it's a <silent game >, it's a psychological excitement like "somehow, it 's 5". Was there any resistance?

Kanamatsu: Psychological JB?

Mitsuda: It's the same with the other games, is n't it? **Since it's an action RPG, I'm looking forward to the action stages .**

Well, there are setsubuns that are hard to get into in that kind of immersion.

Or, even so, there are parts that have been 1i. Yatsubari. Mitsuda: Yes. For the time being, it was hard to say that it wasn't melodious. Things....

Even if it's "Naruhode! Gun Hazard".

—— This is the "Front Mission Series".

Did you do "Front Mission"? Kozuematsu?

UEMATSU: No, but, but, you know . 1•Gun Hazard", I received the CD of "Front **Mission** " at the very beginning , and I wondered if I had to do something like this. Even if you try n , you can't do it, can you? That's why I was thinking of doing it myself. •For the purpose of the tile release, the people of "Gun Hazard" will be on board. And it was also ... baht chili. (One (BH•lol)

Mitsuda: You don't have to make another one (lol).

It was a yock

—— Well then, that perfect "Front Mission"

It's not like it's pressure .

hey . It was said that there was a lot of impact, though.

—— Naru 1!

All the music of the game on a sheet of paper in Mr.

— You're doing that, right?

It's a good thing, but since it was just the two of us, was there any emotional difference from the normal case?

Danmatsu: Both

Mitsuda: You have both.

Utsumatsu: If you do it alone, from the opening to the ending Control all the things with your own T1+W

Because it's a roll.

S{I'm sorry, but if there's **6-70** in a single game like this , it's going to take years. - To my surprise (real). Such a physical.

I wonder if it's running I don't know. I wonder if that's the case.

Mitsuda: So, physically, it's not very

That's right.

Utsumatsu: Talking about using blood? (Everyone bursts out laughing) Mitsuda: (laughs) No, I'm not a dog. alone

Doing

and Mr. Mitsuda, on the other hand, "Chrono Trigger".

Because it was such a big movie all of a sudden.

It's really good ,

Fuumatsu: That's because it's open to the public

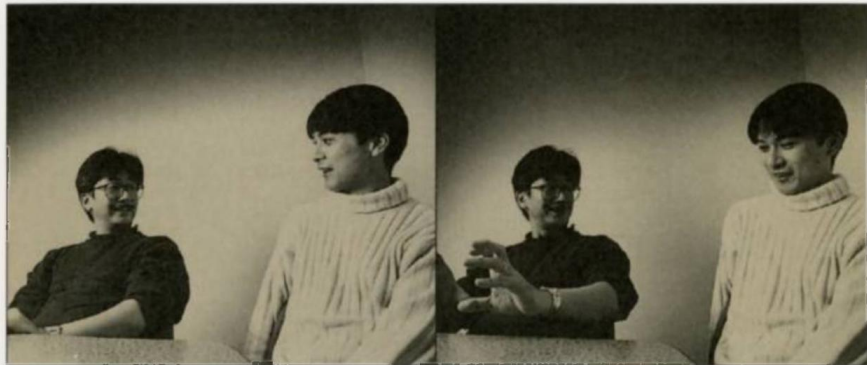
—— (actually). Was it difficult to find a life-saving flight (actually)?

Mitsuda: This time, though , it wasn't that bad, to be honest.

Uematsu-san is there.

Yokomatsu: Again (actually).

Mitsuda: There was a part of the register. However, when I say this, **Mr. Uematsu** makes a mistake . Mr. Ganmatsu has also been playing games and has a lot of know-how. So, in order to go to one side with that, I have to bring my skills up to the level. Fans don't understand anything about U because they do a lot of music. Anyway , **I'm going to do (‼ Tfl) ,** so I have to match Mr. Toumatsu's level

There was a lot of pressure. Usomatsu: But there is no level.

To. Yay, but no, it was tough this time

Mitsuda: Is that so? Usomatsu: Well, as I **said** earlier , **I was not** good at the final genre of melodious music like TFFJ (SJR . But hey, I'm trying to come up with ideas like 'How many M's with an idea for a Macintosh' or something like that, but this time I've added 200.

world. That's why the batting average is higher than when I make my usual work (laughs).

Too bad. Even when I asked Taiyo Software, who was in charge of the game's production, to give me a demo, there were a lot of rejections. ...But, this time around, I had a break with ``FINAL FANTASY V!" . When I finished the job, I wondered if I would be able to do this kind of work as long as I could continue this job for the rest of my life. With this kind of music, it's okay to stop playing game music.

Because there was For now... But, on the other hand, there are people who say otherwise. not like that

Say. **FFV !** "

There's no way I'll be able to do it, so I've always had a lot of trouble with E, somewhere, and I'm not good at it . , Yatsubari 11 is still there

Was it hard to understand?

As you can see, there are 12 to 3 rows in a row . Yatsubari, I'm sorry (laughs). say. That **'s** why, it was tough, but it was a good experience . Te l

Any job

—— What about my mental state?!

I have a deep understanding of what to do in a rule."

Kozuematsu: That's right. But hey, it's been ten years. I'm getting better at working long hou (laughs) that's why

Is there Garz and Mo.

I don't know, right?

Are you working? So, even though I didn't say that, Z ÿ), and finally lol)...but well.

Yatsubari, I'm the same , so I'm going to try it.

How is it going?

of physical concern for

Hmm, it was tough this time.

I'm sorry, but I'm not good at meg genres like **FF .**

is about **2-30 ?**

ÿYu, how many ideas do you have?

I'll try to come up with a new idea

Well, this time I'm getting 200 more batting average than making a work (laughs). The big customer software who was in charge of the staff work Even if it was uneven, there were a lot of **rejections . game called**

Assuming that I will continue this work for the rest of my life,

I wondered if I could do it.•There is such a thing as short movement. Something like this: "You said you could stop playing game music, right?

, there is no such thing

Say. **FFV!" Thankfully ,** they also gave me a CD, but I only have this kind of M, but not that much.

I can't. So, at your own time, here. There are still things I have to do, there are many things I have to do, I may not be able to do it myself, and there are parts I'm not good at. By doing something like "Gun Hazard" at this time, that kind of thing

It must have been painful, or perhaps I should say, that I was overwhelmed by my original intentions. It's **like 12~3 hours ,** and there's the same kind of person who comes over. It's cool, it's called the digital generation

(laughs) It's sharp

say. So that kind of thing is also a learning experience. That's why it was tough, but it's a good experience, or when I go to another work, I wonder if I can start over again... So, I'll do it again, but the level is not that bad, I'm sorry. I don't think it will change, but I might lose it (laughs). Um, what I can definitely get is the absolute

It's said that he's good at slacking off, and that there's a certain amount of self-repayment that can't be repeated.

control over one's mental and physical

Do you mean that you want to be able to play the game? Kanamatsu: Yes. But if you do it for ten years, you'll be fine. That's why Mitsuda.

There are ghats and more.

You know what?

•Such as So, even though the users here didn't even have a f, they said 14, right ? « Laughs) But, well, that's how it works.

You know, I was like that too. as much as possible

I thought I'd give it a try, so I thought Mitsuda was in a good mood.

If it is opened by someone

I don't know if it's a good idea .

…(笑)

Then, Mr. Mitsuda's work is

This time, I tried it with Mr. Kakumatsu, and it ended

Mitsuda: Hmm. No, Mr. Uematsu: Yes, anyway. Even though it was released on the Super Famicom, Kamahazuma's version is already in **M.I.e.** Mr. Usomatsu put in two songs, so next time I'll put in three (laughs). With that kind of seriousness, my work has improved a lot, working with Mr. Usomatsu. So, I think it's a very important thing to do, with the conviction of doing game music. I spent several days on one song for "Chrono", but this time, I was asked

Kusumatsu : It doesn't mean that you can make something good just because you spent a lot of time on it. In addition, I think that we could have created something more interesting, both in terms of sound quality and the idea of sound, rather than the concept of "Chrono." That's why the way I work has gotten a lot better...

It might just be that I don't know what to do (laughs).

when working. With that sort of conviction, I think I've become much more in control...albeit slowly.

Do you still do things that are unreasonable (laughs)?

I see (true). Well then, what about the two of you?

It's a work that I'm proud of, so please pick one. Usomatsu: Well, it's the opening theme, huh. ...yes. Mitsuda: I've **been working on "A STORE KEEPER"** in Shop's store.

increase.

Kakumatsu: Oh, I don't know what to do. rhythm

Let's do this.

I was born while I was in the middle of the day, so I wonder if I'm in the mood for a book.

What about my brother?

U-ha

Usomatsu: No, there are times when I can't do it.

Well, which one is better, but all teachers are good. •picture

Hey, the ending **TRIAL** ZONE, that's nice! Umm, the synth in the intro is probably the reason why the monitor people are doing it. It's okay. So-called

like sound. ...By the way, I prefer Shirotama. Strings or something, just like Debates. So, Mitsuda's, huh?

Djibouti, shotguns are flying here and there (laughs).

Eh, it's colorful, isn't it?

I've never heard that kind of music before,

It's like this (laughs). A little H

Finally, what kind of arrangement is it? But then I don't know what to try, so maybe it's that

I wonder if it's the sense of something like that

I'm sorry! B frequently comes here and there,

I wonder if it's something.

Then, from Mitsuda-san,

Mitsuda: No, this is the opening. Mr. Sukematsu also said that he liked it, but I really like this. I got a kimen for this, but I'm going to arrange it.

By doing. I want to arrange it in various places...

Kozuematsu: You couldn't do it.

I never **thought** I'd be this sexy (lol) That coat 'a!' **is really cool** anyway. If you continue to feel that you have no self-awareness at all, you will be so shocked that you will not be able to do anything (laughs). I think this is what happens when a person who doesn't want to use a computer (one

!

Mitsuda: No no no (actually). do you mean

: Chacha. ...at a so-called music school

That's why I can't get a good score . Like this, there is a dominant and a subdominant, and there is no such organic connection. Mitsuda: Ah, Naruho...

originality

Mitsuda: Yes, originality.

Himatsu: Random

偶然です Ka (Xing)? Huh? Are you Kusui?

Ganmatsu: It's a must, Kimmy

Mitsuda: No, well (laugh) Are you saying you're scared? ••I don't know if it will be played by Viano or not (laughs).

Naruhato.Okay, so let's see what happens next.

Such·

Suzumatsu: What are you going to do with this? (Everyone burst into laughter. Actually, even at this point, the excitement of Mr. Mitsuda's part in "Gun Hazard" has not ended.

Mitsuda: Well, I was told that I could have it until the 2nd.

H : That's wonderful.

Mitsuda: How about • Can I have it (laughs)?

Matsu: No, no, no •• Daijou Daijou Daijobu... I have a schedule, so I'll be there at the end of January . and·..

I don't know what to do, but since the two of us are having a long conversation , let's use this instead. Thank you very much for today.

Said

(**at** December 13, 1995 Square)

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--- 1----- Mitsuda (M02)
-------- Mitsuda-(M03)
Mitsuda (MO4)
Mitsuda (M05)
r--------- - Uematsu (M06)
Mitsuda (M07)
---- Uematsu (M08)
-----------------Uematsu (M09)
Mitsuda (M1O)
Mitsuda (M11)
------------------ Uematsu-(M12)
------------------ Uematsu (M13)
Uematsu (M14) -
Uematsu (M15)
---------- Uematsu-(M16)
-----------------Uematsu (M17)
-------- Nakano (M18)
------------------ Uematsu-(M19)
------------------ Mitsuda-(M2O)
Mitsuda (M21)
---------- ------- Uematsu (M22)
------ Uematsu (M23)
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-----------------Uematsu (M25)
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------------ Uematsu (M31)
-----Uematsu (M32)
---------------Hamauzu (M33)

MUSI^eOMPOSE OHBANGED by
NOBUO UEMATSU rASUNORI M1TSUDA

EXQE EM18 M49. M5, .M52 B¥ JUNYA NAKANg,

-M33.M481.M54 „M^6 BY KfASASKf-ffAMAUZI/;

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SOUND ^FEdfS ^YXX2UMI MITOME. HIRONOBQ I2UMI

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6 • MITSU^U ?9HU'a YOKO SUGIMOTO(NTT PUB.)

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SPECIAL THANKS TO KEI3UKE TADAKUMA(OMIYA SOFT)

CN-5044～5

GUN HAZARD

ORIGINAL SOUND TRACK

COMPOSED & ARRANGED BY
NOBUO UCMATSU, YASUNORI MITSUDA

GUN HAZARD
CHARACTERS
CHARACTER DESIGNED BY
VOSHITAKA AMANO

Klark Willson

Albert Grabner

Blenda Lockhart

Emil Szynsky

Luven Alhadi

Akihiko Sakata

Klark Willson
Emil Szynsky
Luven Alhadi
Akihiko Sakata
enda Lockhart

Royce Felder
Axel Bongo
Genoce Felder
a commander of GARDIAN

Ark Helbland
Anita Diamonte

2024 AD.

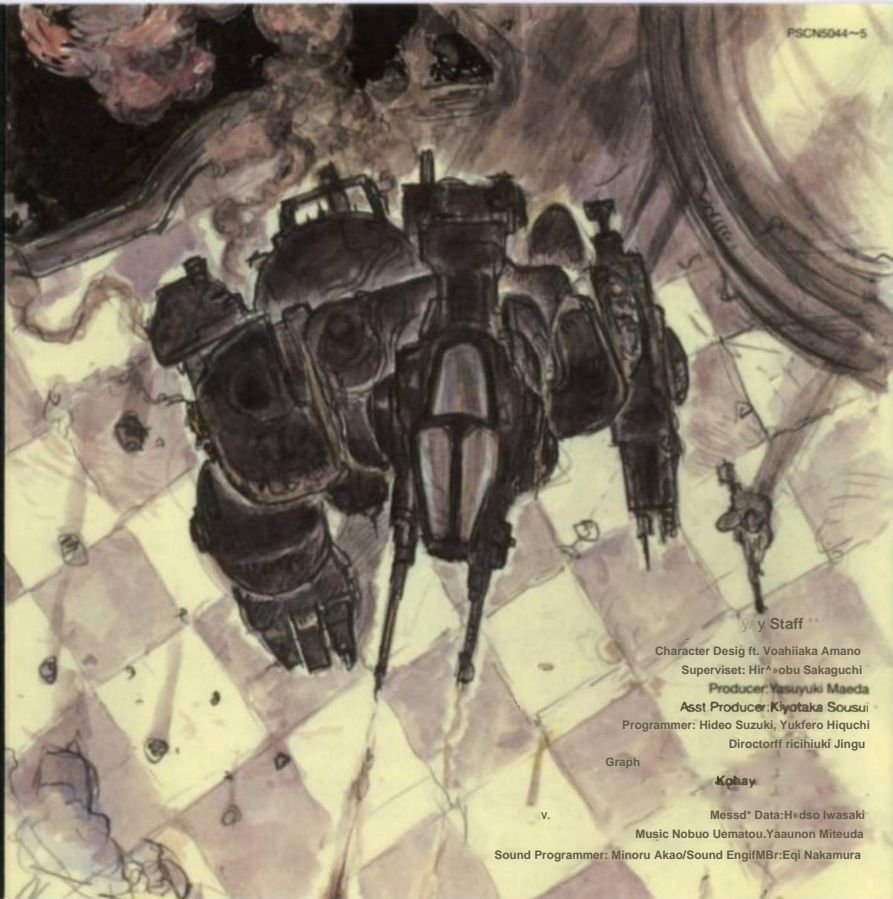
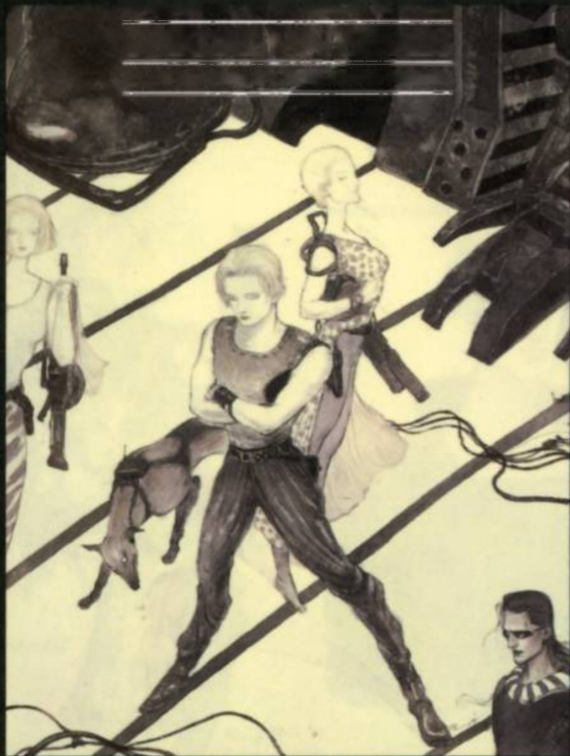
Based on the concept of world republic, mankind will enter the construction of a huge building called "Shudo Elevator" as a global project. This “orbital elevator” reaches to the geostationary orbit and serves as a platform **for** shuttles to take off and land with very little energy .) • Furthermore, it was intended to function as a brand for producing special polymer materials.

About 12 years after Koko, this construction project progressed and was ranked as a symbol of world cooperation and peace. In order to improve the efficiency of the construction work of this huge structure, a bipedal work machine was put into practical use. However, halfway through 2036 , the application of hydrogen-based cold fusion technology has become a reality, and the significance of building an "orbital elevator" has diminished. expressed. Opinions were divided over the discontinuation of the reading of the leaf

painting, and this global-scale business was forced to suspend temporarily. In 2038, a very small-scale conflict broke out in the Middle East. However, as if in response to this, incidents that shook nations frequently occurred in various places, and international relations became unstable. 2064. **Eight bipedal armored soldiers called Vantours were being deployed** to the hectic United Nations peacekeeping operations . In Emmingen.

ーター」なる
静止軌道ま
着させるた
の一時的な
成プラント

平和のシン
率化を計っ
も半ばを過
レベーター」
国は、離脱
模の事業は

、これに呼応
係は不安定
にはヴァン
たちょうどそ
ミンゲン」に、

The Orbital Elevator-"Atlas"

Learning from the tragedy erupted by thR global resource dispute at the beginning of the 21st century, an enormous tower was constructed Akehataÿmeans of an pearth scale enterprise upon resurrection of a global peace plan.

The human race was to obtain peace through the sharing of galactic resourcqs provided by the "Atlas", but. ..

Before the completion of the "Atlas", the application of global thermal nuclear technology became embodied by the fetter papulation.

At ÿthe same time,, political disputes arose around the entire w8rld, and.dtie to this factor, the already unstable political state of affairs began to crumble under this regime.

In order to ensure the protection of the human race and to raise the efficiency of the "Atlas" itself, the invention of the bi-ped machine which took into account, the finest technology and innovation of each country combined, eventually came to be used only for the purposes of military task operations —

PSCN-5044 ÿ5 STEREO negative•3,300 (ded) 13,204) **98-2»24«T 96-2-2S Made in Japan** p 1996 **NTT Publishing Ca., Lid .** ·one
This CD will be credited to UIM Yohi !!•I am appointed c1996 SQUARE OM SOFT

These highly technological weapons of defense,
called Wanderung Panzers (walking weapons) came to be identified as Panzers and were spotted al^ovel the world, carrying with it, and spreading an air of Melancholy wherever it went.

Along with the deep resonating sound of the metal footsteps recreated by lhe Panzers, only the sights and sounds of heavy detonation, eerie lamination, and ultimate annihilation filled the already desertified environment.

ÿw's as if the ever-forgotten "Atlas" had planned its ultimate and most fearful revenge against the people of the world.

And finally, the allegory of peace, the Republic of Bergen "Eminghen*" experienced a new type of warfare ever.
From this Republic, a young soldier, reluctantly caught up in this state of chaos, was exiled from his country.,Knees

Note W Tisk I !

• Separated Ku is a sword K & t ÿÿ Mega tab t's like a cloth, it's inside a cloth!
Please don't use the Rayoto Cleaner.

• Di' Suku Fuji H de ÿ Ya · · · Re. seal · 1M4 Please enter Ci.

Method •ÿ •The tesk that you have completed is a 11H test •Do not play a TF

2. Note.) Do not hang in the air between the barrels and stocks of Hiroshi Sha.

In the origin, the desk was replaced with a person, a flask case, and a flask case.
I think a good idea to a look at the case.

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